



ANDROMEDA'S
EDGE
ESCALATION

RULES OF PLAY

GAME SETUP

For solo, set up the game as if for a 2-player game. When adding Unity to a 2 or 3-player game, set up the game as if there were 1 additional player. Other differences to setup are described below.

UNITY STATION AND COMMANDER:

Unity uses a special station mat and a Commander card instead of a player station mat and a faction card. Unity Commanders have 3 levels of difficulty. Each Commander depicts starting progress track bonuses, a Command Wheel for gaining bonuses throughout the game, and a unique special ability. Select 1 Commander to use in the game and place it on the indicated area of the Unity Station mat. Return the rest of the Commander cards to the game box.

The default player color for Unity is white, but any player color may be used. Choose a player color for Unity and set up Unity's player pieces as follows:

- ◆ Take all of Unity's ships and place each of them on the indicated spaces of the Unity station.
- ◆ Put 1 of Unity's leaders on each Alliance Base in the usual manner, but do not put any Unity leaders in a random nebula. Instead, put those leaders on Unity's leaders area of their station.
- ◆ Put Unity's final remaining leader on the first space of the Command Wheel. This leader is no longer considered a leader. For the entire game, this piece will be considered the "Command Marker," and is not subject to any leader rules, effects, or scoring.
- ◆ Put Unity's progress track markers on the bottom space of each progress track, and then advance them according to the bonuses indicated on the Commander card.
- ◆ Corrupted Leaders. Choose an unused player color and take 5 leaders of that color and put them on Unity's leaders area of the Unity station. Unity may use these leaders as if they were their own.
- ◆ Shuffle the 3 Unity action card decks (I, II, and III), and place them on the appropriate spaces of the Unity station. Turn the top card of each deck face up.
- ◆ Shuffle the Unity conflict cards and set them beside the Unity station.
- ◆ Shuffle the Unity Upgrades and set them beside the Unity station.
- ◆ Put the Unity probe beside the game board.

Unity does not receive any tactics cards at the beginning of the game, but Unity will collect tactics cards during the game.

TURN ORDER

SOLO

When playing a solo game, the solo player takes the Unity Conn. The player goes first and Unity is the second player for the entire game. The player's victory point marker is placed on the first space of the victory point track, and Unity's is placed on the second space.

MULTIPLAYER

When adding Unity to a 2 or 3 player game, determine player order between the actual players in the usual manner. Then give the last player the Unity Conn. Unity will always go after the player with the Conn. Place victory point markers for each player, including Unity, on the appropriate spaces of the victory point track.

In a multiplayer game, Unity's position in turn order will change throughout the game. Unity will always take its turn after the player who holds the Conn. After an Event is resolved, the player holding the Conn passes it clockwise to the next player, and says, "You have the Conn."



UNITY DIFFERENCES

Unity will interfere with players' plans by occupying regions, battling ships, claiming moons, gaining modules, and building developments. They will not do some of the things that players do, and do some things differently.

CHOICES:

Many of Unity's choices are made following specific rules described here. However, when all else is equal, and Unity must make a choice, that choice is made by the player holding the Conn.

RESOURCES AND TACTICS CARDS:

Unity does not gain or use resources in the same manner as a player would. Unity does gain any resources except tactics cards during the game, and maintains a "hand" of tactics cards. Unity never plays tactics cards. Any time Unity would gain a resource, discard the actual resource if necessary (*such as one taken from another player*), and instead, take the top card from the tactics card deck and put it in Unity's hand face down. Unity does not have a hand-size limit. Unity does not pay resource costs to perform actions. Whenever Unity must discard a resource or give a player a resource, the resource is a random tactics card from Unity's hand.

MOONS:

When Unity gains a moon token, put it in Unity's Moons and Tokens area. When Unity gains a moon as a result of the Command Wheel, or by launching their science vessel, they gain the leftmost Nebula Moon. If none remain, they gain a moon from any planet.

SHIPS:

Unity begins with all of their ships, and they do not build ships.

UPGRADES:

When Unity would gain a ship upgrade, instead they gain a Unity Upgrade. Draw and reveal the next Unity Upgrade and put it face-up beside the Unity station. Each Upgrade provides a one-time bonus, an ongoing benefit, or an end of game scoring bonus for Unity.

DAMAGE AND REPAIR:

When a Unity ship becomes damaged, it is moved to the scrapyards. The Unity heavy cruiser has shields, so it can take 1 damage to its shield without being sent to the Scrapyards. If

Unity must damage a module, choose any undamaged module. When Unity performs a repair action, it always repairs a module. Which module is repaired is not important. Only if all modules are repaired will Unity repair a damaged ship. If Unity performs a repair action but has nothing to repair, Unity gains 1VP just like a player would.

MODULES:

Unity gains modules, but does not use them. Whenever Unity gains a module, choose the least expensive available of the appropriate type. If a type must be chosen, Unity will choose a module of a type of which they have the fewest. After the module is gained, it is placed in the appropriate row of modules attached to Unity's station. If the module depicts a damage icon, put a damage token on it. Unity advances 1 space on the progress track corresponding to the module gained.

LAUNCHING AND MOVING STARSHIPS:

Unity ships ignore some of the restrictions on launching. Unlike a player's ships, any Unity ship may launch to an occupied space on first launch (*like a Fighter can with its Attack ability*). Unity ships may also launch to regions that are already occupied by other Unity ships. No Unity ships have Voyage. They cannot launch to nebulae, and cannot move into nebulae.

The Unity Science Vessel has a special launch ability. When it launches, Unity immediately gains 1 nebula moon.

PROGRESS TRACKS:

Unity advances on progress tracks in the same manner as a player would, triggering the indicated effects, with the following differences:

SCIENCE: When Unity reaches a Discovery token stack, randomly draw 2 tokens from the stack and put both in Unity's token supply area.

INDUSTRY: Unity gains Unity Upgrades instead of Ship Upgrades.

SUPREMACY: When Unity reaches a Supremacy token, take the token and put it in Unity's token supply area.

COMMERCE: Unity gains victory points based on the Vault bonus at the end of the game, however, this is solely based on the number of tactics cards they have, up to a limit of 15 cards scored.

CIVILIZATION: When Unity reaches the tactics card hand size increase, Unity draws 3 tactics cards instead.

GAMEPLAY

DEVELOPING:

When an action or phase allows Unity to develop, the development is built in the leftmost undeveloped planetary region that is occupied by a Unity transport, if any. Unity must have sufficient leaders to build the development, but does not pay any resource costs. If a development is built, Unity gains the appropriate development card, advances on the indicated track, and scores VP for leaders in the developed region and each adjacent region, up to a maximum of 10 leaders scored.

After building the development, Unity immediately receives the following 1-time benefit, and then the development card is turned face-down.

OBSERVATORY: Unity gains 2 random discovery tokens from the Observatory Discovery stack.

FACTORY: Unity performs 2 repair actions *[see Repair]*

OBELISK: Unity performs 2 repair actions *[see Repair]*

SPACEPORT: Unity gains a module *[see Modules]*

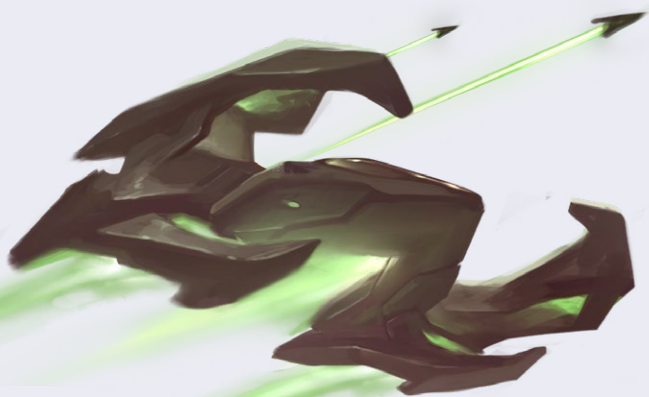
CITY: Unity gains a module *[see Modules]*

EVENTS:

The following Event cards have a modification if used in a Unity game. Unity does not gain the special effect as printed on the cards, instead Unity gains any module (following the rules above on modules).

- ◆ Welcome to the Fleet
- ◆ Fragmented Relic
- ◆ Energy Surge

Unity scores VP for their progress track position minus module damage in the same manner as a player would. Event effects are sometimes resolved differently for Unity.



UNITY PROBE:

Each time you launch a ship to a planetary region or Alliance base (*but not a nebula*), move the Unity probe to the active region. The Unity probe does not move on Unity's turn or during a turn when you return to station.

UNITY TURNS

Unity's turn always occurs after the turn of the player who holds the Unity Conn.

LAUNCH:

- 1: Roll d6: The result determines which Unity action card and which of the 3 sections of Unity's launch bay will be used this turn. If no ships remain in the rolled section, Unity returns to station instead of launching *[see Return to Station]*. If there are 1 or more ships in the rolled section, continue with the launch steps below.
- 2: Launch Ship: Take the next lettered ship from the correct section of Unity's launch bay, and launch it to the region indicated on the action card. Some cards specifically name or describe a region, and others indicate launching to a region relative to the position of the Unity probe. If there is no permissible region in the indicated location, or no region matching the description, instead launch the Unity ship to the region containing the Unity probe.
- 3: Resolve Action: Unity resolves the action for the region in the following manner:
 - Planetary Region; claim moon:** If Unity launches to a planetary region, take the next moon token available in that region and move it to Unity's moon and token supply area. If no moons remain, Unity gains a tactics card instead.
 - Alliance Base:** Unity does not perform the action depicted on the Alliance Base, instead, advance the Command marker clockwise to the next space on the Command Wheel. Unity gains each indicated bonus in the space.
- 4: Recruit Leaders and Collect Free Resources: Move any Unity leaders in regions occupied by Unity ships to the Unity station. If there is a bonus resource in any region occupied by a Unity ship, return the bonus resource to the supply, and Unity gains a tactics card instead.

5: Special Icons: If the Unity action card depicts a Develop icon, Unity will build a Development, if possible (*see Develop*). If the Unity action card depicts an Event icon, advance the Event marker on the Event track.

6: Raiders Strike if in range.

7: Battle: If any opponents are in the active region, a battle occurs.

8: Discard: Take the used Unity action card and put it into a discard pile, and reveal a replacement from the top of the deck. If a deck runs out, reshuffle the cards to make a new one.

RETURN TO STATION:

- 1: Develop: Unity builds a development, if possible.
- 2: Command: For each starship Unity has remaining on regions of Andromeda, and each ship they have in the repair barge, advance the Command marker 1 space clockwise on the Command Wheel. For each advancement, Unity gains the indicated bonus(es). If a Unity ship is repaired and moved to the repair barge during this phase, advance the Command marker 1 more time for the newly repaired ship.
- 3: Scrapyard: For each Unity ship in the Scrapyard, but not in the repair barge, Unity gains 2VP.
- 4: Return: Return Unity starships to the appropriate sections of the Unity launch bay. As you do so, rearrange the transports so they are on the lowest numbered transport spaces. Remove damage from Unity's heavy cruiser, if any.

UNITY BATTLE

ESCALATION:

All Unity ships within range will join battles except for transports on undeveloped planetary regions. Transports on undeveloped planets will not move. Note that Unity's heavy cruiser has unlimited range, so it will join every battle from anywhere in Andromeda.

DIPLOMACY:

Unity uses a special deck of Unity conflict cards. These cards are not tactics cards and are never mixed with Unity's collection of tactics cards. When it is Unity's turn to play a card during the Diplomacy phase of battle, draw and resolve a card from Unity's conflict deck.

NO TACTICAL OPERATIONS:

Unity does not gain a bonus from tactical operations when they lose a battle.

FINAL TURN

On their final turn, Unity will always Return to Station, unless all of their ships are in the Unity launch bay, in which case they will take a launch turn.

SCORING

At the end of the game, Unity scores VP for the following:

TRACKS: positions on each of the 5 tracks.

DEVELOPMENTS: score based on track progress: I, II, or III

MOON TOKENS: 2VP each

DISCOVERY AND SUPREMACY TOKENS: 3VP each

VAULT: Unity gains 0,1, or 2 VP for each tactics card up to 15 cards, as determined by their position on the Commerce track.

LEADERS: on Station. 1 VP per leader.

DAMAGE: -2VP per damaged module.

[Unity does not score bonuses from Civilization modules with endgame scoring.]

Once totals have been determined, if you have a higher score than Unity, you assert control of the Edge, and drive out Unity. If your score is lower, it means that Unity now controls the Edge. You are thanked for your developmental assistance, but your services are no longer required.

